## AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the

application:

1. (Currently Amended)  A game apparatus used in association ~~that is provided to~~

~~be associated~~ with a display~~means~~, wherein a ~~and a~~ plurality of players participate and

play a game on a display screen displayed on said display~~means~~, said game apparatus

comprising:

a game program storage ~~storing means~~ for storing a game program;

an operating member ~~means~~ operated by the player;

a number-of-players detector ~~detecting means~~ for detecting the number of players

who participate in the game;

a screen divider ~~dividing means~~ for dividing a display area included in said display

screen by the number of the participating players, and forming a plurality of divided

areas;

a game image generator ~~generating means~~ for generating game images in each of

said divided areas allotted to each player based on said game program and an operation

from said operating member~~means~~;

an evaluating value setter ~~setting means~~ for setting an evaluating value of each

player according to a superiority or inferiority situation of a play content of each player;

and

a size changer ~~changing means~~ for changing a size of said divided areas allotted to each player based on said evaluating value.

2. (Currently Amended) A game apparatus according to claim 1, wherein

said screen divider ~~dividing means~~ equally divides an area of said display area by said number of the participating players, wherein

said size changer ~~changing means~~ changes the area of said divided areas of each player.

3. (Currently Amended) A game apparatus according to claim 1, further comprising

a display area renderer ~~rendering means~~ for rendering a circular display area within said display screen; wherein

said screen divider ~~dividing means~~ equally divides said circular display area rendered by said display area renderer ~~rendering means~~ by said number of the participating players in such a manner that each divided area is rendered by an angle that passes the center thereof,

said size changer ~~changing means~~ changes a center angle of said divided areas of each player.

4. (Currently Amended) A game apparatus according to claim 1, wherein

said game image generator ~~generating means~~ generates a changed game image according to a size change of said divided areas by said size changer ~~changing means~~.

5. (Currently Amended) A game apparatus according to claim 4, wherein

875561

said game image generator generating means generates the game image in such a manner as to change a visual range.

6. (Currently Amended) A game apparatus according to claim 1, further comprising

a determining portion means for determining whether or not there is a [[the]] player who ends the game out of the participating players; wherein

said size changer changing means re-divides said display area by the number of the remaining players that subtract the players when determined by said determining portion means that there is the player who ends the game, and determines a size of re-divided areas based on the evaluating value of the remaining players.

7. (Currently Amended) A game system in which that a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine via a connecting means, said game system comprising:

an exchanging portion means for exchanging data between said video game machine and said hand-held game machine; and

an evaluating value setter setting means for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; wherein

said hand-held game machine, includes:

875561

a first game-program storage ~~storing means~~ for storing a program for a player's own hand-held game;

an operating unit ~~means~~ operated by the player;

a first game-image generator ~~generating means~~ for generating a separate game image to be displayed on said separate display based on said program for a player's own hand-held game or an operation from said operating unit ~~means~~; and

said video game machine, includes:

a second game-program storage ~~storing means~~ for storing an operating program for the video game machine and a program for an interlocking game;

a number-of-players detector ~~detecting means~~ for detecting the number of players who participate in the game;

a screen divider ~~dividing means~~ for dividing a display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

a second game-image generator ~~generating means~~ for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage ~~storing means~~ or an operation from said operating unit ~~means~~ received by said exchanging portion ~~means~~; and

a size changer ~~changing means~~ for changing a size of said divided areas allotted to each player based on said evaluating value set by said evaluating value setter ~~setting means~~.

875561

8. (Currently Amended)  A game system according to claim 7, wherein

said evaluating value setter ~~setting means~~ is provided in said video game machine,

said first game-image generator ~~generating means~~ re-generates said separate game

images based on the evaluating value of the player received from said video game

machine by said exchanging portion~~means~~.

9. (Currently Amended)  A game apparatus for use ~~that is provided to be~~

~~associated~~ with a display~~means~~, and in which a plurality of players participate and play a

game on a display screen displayed on said display~~means~~, said game apparatus

comprising:

a game program storage ~~storing means~~ for storing a game program;

an operating unit ~~means~~ operated by the player;

a number-of-players detector ~~detecting means~~ for detecting the number of players

who participate in the game;

a screen divider ~~dividing means~~ for dividing a display area included in said display

screen by the number of the participating players, and forming a plurality of divided

areas;

a game image generator ~~generating means~~ for generating game images in each of

said divided areas allotted to each player based on said game program and an operation

from said operating unit~~means~~;

a determining portion ~~means~~ for determining whether or not there is a [[the]]

player who ends the game out of the participating players; and

-9-

a re-dividing portions means for re-dividing said display area by the number of the

remaining players that subtract the number of players when determined by said

determining portion means that there is the player who ends the game, and allotting the

re-divided areas to the remaining players.

10. (Currently Amended) A game system in which [[that]] a plurality of players

participate and play a game, and having a video game machine connected to a common

display and a plurality of hand-held game machines including a separate display means

connected to said video game machine via a connecting means, said game machine

comprising:

an exchanging portion means for exchanging data between said video game

machine and said hand-held game machine; wherein

said hand-held game machine, includes:

a first game-program storage storing means for storing a program for a

player's own hand-held game;

an operating unit means operated by the player;

a first game-image generator generating means for generating a separate

game image to be displayed on said separate display based on said program for a player's

own hand-held game or an operation from said operating unit means; and

said video game machine, includes:

a second game-program storage storing means for storing an operating

program for the video game machine and a program for an interlocking game;

a number-of-players detector detecting means for detecting the number of players who participate in the game;

a screen divider dividing means for dividing the display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

a second game-image generator generating means for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage storing means or an operation from said operating unit means received by said exchanging portion means;

a determining portion means for determining whether or not there is a [[the]] player who ends the game out of the participating players; and

a re-dividing portion means for re-dividing said display area by the number of the remaining players that subtract the player when determined by said determining portion means that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

11. (Currently Amended) A storing medium that stores an executable [[a]] game program for changing a plurality of divided areas on a display screen in a game apparatus that is provided to be associated with said display means, and a plurality of players participate in a game and operate an operating unit means so as to play the game on said display screen displayed on said display means, said game program allows a computer of said game apparatus to execute the following steps of:

- 11 -

a number-of-players detecting step of [[for]] detecting the number of

players who participate in the game;

a screen dividing step of [[for]] dividing the display area included in said

display screen by the number of the participating players, and forming said plurality of

divided areas;

a game-image generating step of [[for]] generating game images in each of

said divided areas allotted to each player based on an operation from said operating

unitmeans;

an evaluating value setting step of [[for]] setting an evaluating value of

each player according to a superiority or inferiority situation of a play content of each

player; and

a size changing step of [[for]] changing a size of said divided areas allotted

to each player based on said evaluating value.

12. (Currently Amended) A storing medium that stores a game program for

changing a plurality of divided areas on a common screen in a game system having a

video game machine connected to a common display, and a plurality of hand-held game

machines including an operating unit means operated by a player and a separate display

connected to said video game systemvia a connecting means, wherein and that a plurality

of players participate and play the game on said common screen displayed on said

common display and a separate screen displayed on said separate display,

875561

said game program allows a computer of said hand-held game machine to execute the ~~following~~ steps of:

an operation transferring step of [[for]] transferring an operation from said operating means to said video game machine; and

a first game-image generating step of [[for]] generating a separate game image to be displayed on said separate display based on the operation from said operating unit~~means~~; and

said game program allows a computer of said video game machine to execute the ~~following~~ steps of:

an operation receiving step of [[for]] receiving an operation from said hand-held game machine;

a number-of-players detecting step of [[for]] detecting the number of the players who participate in the game;

a screen dividing step of [[for]] dividing a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

a second game-image generating step of [[for]] generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

an evaluating value setting step of [[for]] setting an evaluating value of

each player according to a superiority or inferiority situation of a play content of each

player; and

a size changing step of [[for]] changing a size of said divided areas allotted

to each player based on said evaluating value.

13. (Currently Amended) A storing medium that stores an executable [[a]] game

program for changing a plurality of divided areas on a display screen in a game apparatus

for use that is provided to be associated with a display means, and in which a plurality of

players participate in a game and operate an operating unit means so as to play the game

on said display screen displayed on said display means,

said game program enabling allows a computer of said game apparatus to execute

the following steps of:

a number-of-players detecting step of [[for]] detecting the number of

players who participate in the game;

a screen dividing step of [[for]] dividing a display area included in said

display screen by the number of the participating players, forming said plurality of

divided areas;

a game-image generating step of [[for]] generating game images in each of

said divided areas allotted to each player based on an operation from said operating

unit means;

- 14 -

determining step of [[for]] determining whether or not there is a [[the]] player who ends the game out of the participating players; and

a re-dividing step of [[for]] re-dividing said display area by the number of the remaining players that subtract the number of the players when determined by said determining step that there is a [[the]] player who ends the game, and allotting the re-divided areas to the remaining players.

14. (Currently Amended) A storing medium that stores an executable [[a]] game program for changing a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit means operated by a player and a separate display connected to the video game machine via a connecting means, wherein and that a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program enabling allows a computer of said game apparatus to execute the following steps of:

an operation transferring step of [[for]] transferring an operation from said operating unit means to said video game machine; and

a first game-image generating step of [[for]] generating a separate game image to be displayed on said separate display based on the operation from said operating unit means; and

- 15 -

875561

said game program enables allows a computer of said video game machine to execute the following steps of:

an operation receiving step of [[for]] receiving an operation from said hand-held game machine;

a number-of-players detecting step of [[for]] detecting the number of players who participate in the game;

a screen dividing step of [[for]] dividing a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

a second game-image generating step of [[for]] generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

determining step of [[for]] determining whether or not there is the player who ends the game out of the participating players; and

a re-dividing step of [[for]] re-dividing said display area by the number of the remaining players that subtract the number of players when determined by said determining step that there is a [[the]] player who ends the game, and allotting the re-divided areas to the remaining players.

875561